

**LISTING OF CLAIMS:**

1. (previously amended) A method of configuring a graphical user interface associated with an application executed by a computing device of a gaming system, said gaming system including at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events comprising the steps of:

    providing a set of navigation selectable elements;

    accepting a first input from a given user of said gaming system;

    accepting a second input from an operator of said gaming system;

    providing a user identification associated with said given user;

    determining a user profile from said user identification;

    determining which elements from said set of navigation selectable elements that said user is permitted to view in accordance with said user profile; and

    displaying only said navigation selectable elements said user is allowed to view, wherein said resulting display is customized to the user based at least in part upon said first input and said second input.

2. (original) The method in accordance with Claim 1 wherein said navigation selectable elements include container elements.

3. (original) The method in accordance with Claim 1 wherein said navigation selectable elements comprise application initiating elements.

4. (original) The method in accordance with Claim 1 wherein said navigation selectable elements are arranged in a hierarchical format.

5. (original) The method in accordance with Claim 1 including the step of displaying one or more of said navigation selectable elements as buttons.

6. (original) The method in accordance with Claim 1 including the step of displaying said navigation selectable elements in a tree form.

7. (original) The method in accordance with Claim 1 including the step of displaying the displayed navigation selectable elements in a form dependent upon said user profile.

8. (original) The method in accordance with Claim 1 wherein said user profile is associated with a device which displays said graphical user interface.

9. (canceled)

10. (previously amended) A method of configuring a graphical user interface associated with an application executed by a computing device of a gaming system, said gaming system including at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events comprising the steps of:

    providing a set of navigation selectable elements, said of navigation selectable elements having a predetermined order;

    accepting a first input from a given user of said gaming system;

    accepting a second input from an operator of said gaming system;

    providing a user identification associated with a given user;

    determining a user profile from said user identification;

determining an access point for said ordered navigation selectable elements for said user from said profile, said access point determining a portion of said navigation selectable elements which are accessible to said user and a portion of said navigation selectable elements which are not accessible to said user based on said order thereof; and

displaying only one or more of said navigation selectable elements which are accessible to said user, wherein said resulting display is customized to the user based at least in part upon said first input and said second input.

11. (original) The method in accordance with Claim 10 wherein said navigation selectable elements are arranged into one or more levels, said access point comprises one of said levels.

12. (original) The method in accordance with Claim 11 wherein navigation selectable elements associated with one or more levels higher than the level with which said access point is associated are not accessible to said user.

13. (original) The method in accordance with Claim 10 including the steps of determining a configuration for said navigation selectable elements based upon said user profile and displaying said navigation selectable elements in accordance with said configuration.

14. (original) The method in accordance with Claim 10 including the steps of determining if said user is restricted from viewing one or more of said navigation selectable elements based upon said user profile and preventing the display of those elements.

15. (canceled)

16. (canceled)

17. (previously amended) A gaming system comprising:

a computing device adapted to accept a first input from a given user of said gaming system and a second input from an operator of said gaming system;

at least one gaming device associated with said computing device, said gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events;

at least one first user station and at least one second user station associated with said system for displaying information and for providing input to said computing device; and

a graphical user interface for displaying said information, said graphical user interface including:

a main window having a navigation viewport displaying one or more navigation selectable elements, one or more of said one or more navigation selectable elements comprising an application initiating element,

and a data viewport arranged to display information associated with an application initiated by selection of one of said one or more application initiating elements, wherein said graphical user interface is adapted to display said navigation selectable elements in a plurality of configurations dependent upon a configuration of a station on which said graphical user interface is displayed or a user profile, and wherein said resulting display is customized to the user based at least in part upon said first input and said second input.

18. (original) The gaming system in accordance with Claim 17 wherein said at least one first user station comprises a station having a touch-sensitive display and wherein said graphical

user interface adapted to display one or more of said navigation selectable elements as user-selectable buttons.

19. (original) The gaming system in accordance with Claim 18 wherein said at least one second user station includes mouse and keyboard input devices and said graphical user interface is adapted to display said navigation selectable elements in a tree form.

20. (original) The gaming system in accordance with Claim 18 wherein said graphical user interface is associated with a gaming system accounting system.

21. (new) The gaming system in accordance with Claim 20 wherein said gaming system accounting system comprises a soft count system arranged to sort currency, vouchers, tickets, or any combination thereof that have been accepted by one or more gaming devices within said gaming system.

22. (new) The gaming system in accordance with Claim 21 wherein said soft count system is arranged to verify the authenticity of accepted vouchers or tickets and reconcile said accepted vouchers or tickets against those that have been recorded as having been received and paid by said one or more gaming devices within said gaming system.

23. (new) The gaming system in accordance with Claim 21 wherein said gaming system accounting system is adapted for use by casino financial personnel and cashiers, wherein at least one user profile for one cashier does not permit the display of soft count information to said cashier on said gaming system.

24. (new) The gaming system in accordance with Claim 20 wherein said gaming system accounting system comprises an audit system adapted to poll a host of said gaming system to confirm proper operation of the system.

25. (new) The gaming system in accordance with Claim 18 wherein the location of one or more elements of the graphical user interface is device specific.

26. (new) The gaming system in accordance with Claim 18 wherein the location of one or more elements of the graphical user interface is user specific.

27. (new) The gaming system in accordance with Claim 26 wherein said location of said one or more elements of the graphical user interface depends on whether a particular user is left or right handed.

28. (new) The gaming system in accordance with Claim 18 wherein one or more of said one or more navigation selectable elements comprises a level navigation button.

29. (new) The gaming system in accordance with Claim 28 wherein said level navigation button is not made available to all users of said gaming system.

30. (new) The gaming system in accordance with Claim 18 wherein at least some users of said gaming system are not permitted to change the configuration of said graphical user interface.

31. (new) The gaming system in accordance with Claim 18 wherein said user profile comprises a common user profile shared by a plurality of users of said gaming system.

32. (new) A method of configuring a graphical user interface associated with a gaming system, said gaming system including at least one gaming device adapted to accept a wager by a player, present a game, and grant an award for predetermined winning events comprising the steps of:

providing a set of navigation selectable elements, at least one navigation selectable element comprising a level navigation button, wherein said level navigation button is not made available to all users of said gaming system;

accepting a first input from a given user of said gaming system;

accepting a second input from an operator of said gaming system;

providing a user identification associated with said given user;

determining a first user profile from said user identification, said first user profile being determined from a set of user profiles, wherein at least one of said user profiles comprises a common user profile shared by a plurality of users of said gaming system;

determining which elements from said set of navigation selectable elements that said user is permitted to view in accordance with said first user profile; and

displaying only said navigation selectable elements said user is allowed to view, wherein said resulting display is customized to the user based at least in part upon said first input and said second input.

33. (new) The method in accordance with Claim 32 wherein said gaming system accounting system comprises a soft count system arranged to sort, reconcile and verify the authenticity of currency, vouchers, tickets, or any combination thereof that have been accepted by one or

more gaming devices within said gaming system, and wherein said gaming system accounting system is adapted for use by casino financial personnel and cashiers, wherein at least one user profile for one cashier does not permit the display of soft count information to said cashier on said gaming system.